

REMARKS

Claims 1-5 have been examined, and claims 6-10 have been withdrawn. Claims 11-13 are hereby added. Hence, claims 1-13 are all the claims pending in the application.

Preliminary Matters

Applicants thank the Examiner for initialing and returning the SB/08 Forms submitted with the Information Disclosure Statements (IDSs) filed on February 11, 2004 and January 8, 2007, thereby indicating that the references listed therein have been considered.

Applicants note that the Examiner has not acknowledged the claim for priority under 35 U.S.C. § 119 or receipt of the certified copy of the priority document. Applicants further note that the Examiner has not indicated whether the drawings are accepted. Accordingly, Applicants respectfully request that the Examiner check the appropriate boxes in the PTOL-326 Form (Office Action Summary) of the next office paper to indicate acknowledgment of the claim for priority and receipt of the certified copy of the priority document, and acceptance of the drawings.

Claim Rejections - 35 U.S.C. § 102(e)

The Examiner has rejected claims 1-5 under 35 U.S.C. § 102(e) as allegedly being anticipated by U.S. Patent No. 6,468,162 to Nakamura (hereinafter “Nakamura”). Applicants respectfully traverse the rejections.

The present invention relates to a game system including a first game device 1 and a second game device 2 separate from the first game device. As described on page 6, lines 7-11 of the specification, the first game device 1 may be a game device for commercial use located at gaming facilities such as a gaming center, and the second game device 2 may be a household

game device. Each of the first and second game devices 1 and 2 includes a portable storage medium drive 15 and 25, respectively, for accommodating a portable storage medium.

When a player wishes to play the first game machine 1, the player must insert money into a charging unit 16 of the first game machine 1. When a game begins, play content is read out from the portable storage medium which is accommodated by the portable storage medium drive 15, and game processing is carried out based on the play content. When the game ends, the play content and information relating to play amount are written to the portable storage medium. The information relating to play amount may be a total charge that the player has paid, a number of times the player has played, or the time for which the player has played the first game machine 1.

When the player wishes to play the second game machine 2, the play content and the information relating to the play amount are read out from the portable storage medium which is accommodated by the portable storage medium drive 25, and game processing is carried out based on the play content. Also, as described on page 13, lines 1-16 of the specification, the content of the game processing is modified based on the read-out information relating to the play amount. Specifically, a special event may be generated by a controller 21 of the second game device 2 every time the play amount reaches predetermined values.

Claim 1

Claim 1 recites a game system including a first game device and a second game device separate from the first game device. Each of the first and second game devices includes a medium accommodating means for accommodating a portable storage medium. The first game device further includes a writing means for generating information relating to a play amount and writing one or more game parameters and the information relating to the play amount to the portable storage medium. The second game device includes a game processing means for

reading the game parameters and the information relating to the play amount stored on the accommodated portable storage medium, carrying out game processing based on the read game parameters, and modifying content of the game processing to process prescribed game events if the game processing means determines that the read information relating to the play amount exceeds a certain value.

Nakamura

Nakamura is directed to a game system including an arcade game machine 10, a domestic game machine 18, and a portable information storage device 54 which can be mounted in a slot of either of the arcade game machine 10 or the domestic game machine 18. Information can be transferred between the portable information storage device 54 and the arcade game machine 10, and also between the portable information storage device 54 and the domestic game machine 18.

Each time a player pays a charge to play the arcade game machine 10, the arcade game machine 10 writes new character information to the portable storage device 54. The new character information may be selected by the arcade game machine 10 based on personal information of the player which may include the number of times the player played the game on the game machine. When the portable storage device 54 is mounted in the slot of the domestic game machine 18, the character information may be read-out by the domestic machine 18 to be used in game play.

The Examiner seems to contend that Nakamura's arcade game machine 10 corresponds to the claimed first game machine and that Nakamura's domestic machine 18 corresponds to the claimed second game machine. The Examiner also seems to contend that Nakamura's character information corresponds to the game parameters which are written to the portable storage medium and that the number of game plays corresponds to the claimed information relating to

the play amount. However, Nakamura discloses that the writing processing section 23 of the *arcade game machine 10* writes character information to the portable information storage device 54 when a charge is paid and a number of game plays is thereby incremented (col. 6, lines 12-14). Nakamura is silent about any determination *by the domestic game machine 18* of the number of game plays. Thus, Nakamura does not teach that the alleged second game machine 18 includes a game processing means for modifying content of game processing to process prescribed game events if the game processing means determines that the alleged information relating to the play amount (number of game plays) exceeds a certain value, as required by claim 1.

Moreover, Nakamura does not teach that the domestic machine 18 modifies the character information if the number of game plays exceeds a certain value. Indeed, Nakamura is silent about any action by the domestic machine 18 on the character information, other than reading out the character information from the portable storage device 54 (col. 8, lines 35-43). Thus, Nakamura does not teach that the alleged second game device 18 includes a game processing means for modifying the alleged content of game processing (character information) to process prescribed game events, as required by claim 1.

Because Nakamura does not teach all of the features of claim 1, Applicants submit that the claim is not anticipated by Nakamura and request withdrawal of the rejection. Applicants also submit that claims 2-5 are patentable at least by virtue of their dependency on claim 1.

New Claims

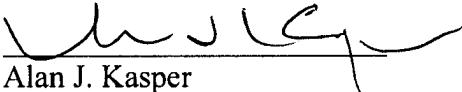
Claims 11-13 have been added. Applicants submit that these claims are patentable at least by virtue of their dependency on claim 1.

Conclusion

In view of the above, reconsideration and allowance of this application are now believed to be in order, and such actions are hereby solicited. If any points remain in issue which the Examiner feels may be best resolved through a personal or telephone interview, the Examiner is kindly requested to contact the undersigned at the telephone number listed below.

The USPTO is directed and authorized to charge all required fees, except for the Issue Fee and the Publication Fee, to Deposit Account No. 19-4880. Please also credit any overpayments to said Deposit Account.

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